

Literal and/or Verbal Translator for Game and/or A/V System

Abstract of the Disclosure

A method for translating literal data of a video game includes the steps of: inputting audio/video signals of a video game into a video game player, wherein the
5 audio/video signals contain text data to be displayed together with graphic scenes carried by the same; storing the audio/video signals in a memory module; extracting the text data from the audio/video signals stored in the memory module; translating the text data from one language into another; mixing the translated text data with the audio/video signals stored in the memory module; and displaying the audio/video signals together with the
10 translated text data, whereby the video game is capable of communicating with a user who is familiar with the language the text data are translated into.